1. A method of identifying a failed device in a network that includes plural devices, comprising:

attempting to communicate with a target device;

determining if the target device has an active neighbor if the attempt to communicate with the target device fails; and

identifying the target device as a failed device if the target device has an active neighbor.

2. A method according to claim 1, wherein the attempting comprises sending a packet to the target device and waiting for a response from the target device.

3. A method according to claim 1, wherein:

the determining comprises attempting to communicate with a neighbor of the target device; and

the neighbor is determined to be active if the attempt to communicate is successful.

4. A method according to claim 1, further comprising locating a neighbor of the target device.

5. A method according to claim 4, wherein the locating comprises:

generating a neighbor table for the network; and

consulting the neighbor table to locate the neighbor of the target device.

6. A method according to claim 5, wherein the generating comprises:

polling the target device;

receiving a response from the target device; and

constructing the neighbor table based on the response.

7. A method according to claim 6, wherein:

the polling is performed periodically; and

the method further comprises updating the neighbor table based on the periodic polling.

8. A method according to claim 6, wherein:

the response comprises a network address of the neighbor; and

the neighbor table indexes the target device to the network address of the neighbor.

9. A method according to claim 8, wherein the target device:

stores a Management Information Base (MIB) II table containing the network address of the neighbor; and

prepares the response based on the MIB II table.

10. A method according to claim 1, wherein the target device comprises a router or a switch, and the neighbor comprises a router, a switch, or a computer.

11. A method of identifying a failed device in a network that includes plural devices, comprising:

generating a neighbor table for the devices based on information provided from the devices; and

sending a packet to a target device to determine if the target device is active;

wherein, if the target device is not active, the method further comprises:

locating a neighbor of the target device using the neighbor table;

sending a packet to the neighbor to determine if the neighbor is active; and

identifying the target device as a failed device if the neighbor is active.

12. An apparatus for identifying a failed device in a network that includes plural devices, comprising:

a memory which stores executable code; and

a processor which executes code (i) to attempt to communicate with a target device, (ii) to determine if the target device has an active neighbor if the attempt to communicate with the target device fails, and (iii) to identify the target device as a failed device if the target device has an active neighbor.

13. An apparatus according to claim 12, wherein the processor attempts to communicate with the target device by sending a packet to the target device and waiting for a response from the target device.

14. An apparatus according to claim 12, wherein:

the processor determines if the target device has an active neighbor by attempting to communicate with a neighbor of the target device; and

the neighbor is determined to be active if the attempt to communicate is successful.

15. An apparatus according to claim 12, wherein the processor executes code to locate a neighbor of the target device.

16. An apparatus according to claim 15, wherein the processor locates the neighbor by:

generating a neighbor table for the network; and

consulting the neighbor table.

17. An apparatus according to claim 16, wherein the processor generates the neighbor table by:

polling the target device;

receiving a response from the target device; and

constructing the neighbor table based on the response.

18. An apparatus according to claim 17, wherein the processor performs the polling periodically and updates the neighbor table based on the periodic polling.

19. An apparatus according to claim 17, wherein:

the response comprises a network address of the neighbor; and

the neighbor table indexes the target device to the network address of the neighbor.

20. An apparatus according to claim 12, wherein the target device comprises a router or a switch, and the neighbor comprises a router or a switch.

21. A computer program stored on a computer-readable medium to identify a failed device in a network that includes plural devices, comprising:

code to attempt communication with a target device;

code to determine if the target device has an active neighbor if an attempted communication with the target device fails; and

code to identify the target device as a failed device if the target device has an active neighbor.

22. A computer program according to claim 21, wherein the attempting code sends a packet to the target device and waits for a response from the target device.

23. A computer program according to claim 21, wherein:

the determining code attempts to communicate with a neighbor of the target device; and

the neighbor is determined to be active if an attempted communication is successful.

24. A computer program according to claim 21, further comprising code to locate a neighbor of the target device.

25. A computer program according to claim 24, wherein the locating code comprises:

code to generate a neighbor table for the network; and

code to consult the neighbor table to locate the neighbor of the target device.

26. A computer program according to claim 25, wherein the generating code comprises:

code to poll the target device;

code to receive a response from the target device; and

code to construct the neighbor table based on the response.

27. A computer program according to claim 26, wherein:

the polling code performs the polling performed periodically; and

the computer program further comprises code to update the neighbor table based on the periodic polling.

28. A computer program according to claim 26, wherein:

the response comprises a network address of the neighbor; and

the neighbor table indexes the target device to the network address of the neighbor.

29. A computer program according to claim 21, wherein the target device comprises a router or a switch, and the neighbor comprises a router or a switch.

30. A network system comprising:

a first device;

a second device; and

a third device located in a path between the first device and the second device on a network;

wherein the first device comprises:

a memory which stores executable code; and

a processor which executes code (i) to send a packet to the second device to determine if the second device is active, (ii) if the second device is not active, to send a packet to the third device to determine if the third device is active, and (iii) to identify the second device as a failed device if the third device is active.

31. A network system according to claim 30, wherein the first device comprises a computer, the second device comprises a switch or a router, and the third device comprises a switch or a router.